



## **SCOUT mini**

### **Manual del Usuario y Guía de Instalación**

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## Garantía

Dakota Computer Solutions warrants the Scout Mini KVM Switch™ to be in good working order for one year from the date of purchase from Dakota Computer Solutions or an authorized dealer.

In addition, all products can be returned within 30 days from the date of purchase from Dakota Computer Solutions. If the customer is not satisfied with the product for any reason, he has the right to return it and Dakota Computer Solutions will reimburse the buying price (excluding the freight costs). This warranty does not apply for special orders and might not be guaranteed by all authorized dealers. During the one-year warranty period the customer has to apply for a Return Material Authorization (RMA) number from Dakota Computer Solutions before sending the purchased unit back. The RMA number must be written on the delivery note and on the outer package. Do not return the product before you have the RMA number. A Dakota RMA number is good for 30 days only. The RMA number will expire if the product is not received within 30 days. If a returned product arrives with an invalid or cancelled RMA number, it will be treated as if it has no RMA number.

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1. If cables were connected to the Scout mini that have not been authorized by Dakota Computer Solutions. Defective or low quality cables or can diminish the video quality and damage the switch. Cables produced by Dakota Computer Solutions meet high quality standards and are equipped with a mesh screen to meet the FCC emission standards. Each cable is tested under load.
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3. If non-authorized changes are made to the product.
4. If transport damages have not been immediately reported.
5. If damage have been caused by products (hardware or software) that have not been provided by Dakota Computer Solutions.
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7. If the product has been used in a way contradictive to any instruction given in the manual or other information sheet delivered with the product.

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## Introduction

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Thank you for choosing Scout mini. Designed for plug-and-play operation, your new Scout mini switch will simplify your job by helping you organize your multiple computer applications. The Scout mini lets you use a single keyboard, monitor, mouse and speakers to access two computers, allowing you to significantly reduce your equipment overhead and end keyboard and monitor clutter.

### Keyboard and mouse

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- Full emulation of keyboard and mouse, computers can be booted at any time
- Computers can have PS/2 or AT/serial connectors for keyboard and mouse
- Keyboard Num Lock, Caps Lock and Scroll Lock states automatically saved and restored when switching among computers
- Keyboard mode automatically detected

### Front panel

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- Switch to any computer from front panel with select switch
- Select LEDs show which computer is selected
- Power LEDs show which computers are powered on
- Status LED flashes to show keyboard and mouse activity
- Reset switch reinitializes all devices

### Video

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- Video resolution supports up to 1600 x 1200 non-interlaced video
- Uses amplifiers for crystal clear video and increases distance

## PRODUCT OVERVIEW

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### Package contents

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Your Scout mini package includes the Scout mini unit, 2 Combo CPU cables 1.8m/6ft and this manual.

### Locating the unit

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The Scout mini unit is best located as close to the computers as possible. This will reduce the length of the CPU cables and provide a more cost-effective and neater installation. While usage of the Scout mini is trouble-free and transparent and need not be in an accessible location, you may wish to access the front panel in order to verify the currently selected port or to switch to the next port.

### Cable requirements

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All necessary cables for the installation and operation of your Scout mini come with your Scout mini package with the exception of the audio cables to connect the Scout mini to your PC. A list of more cables and adaptors is provided in appendix C at the end of this manual.

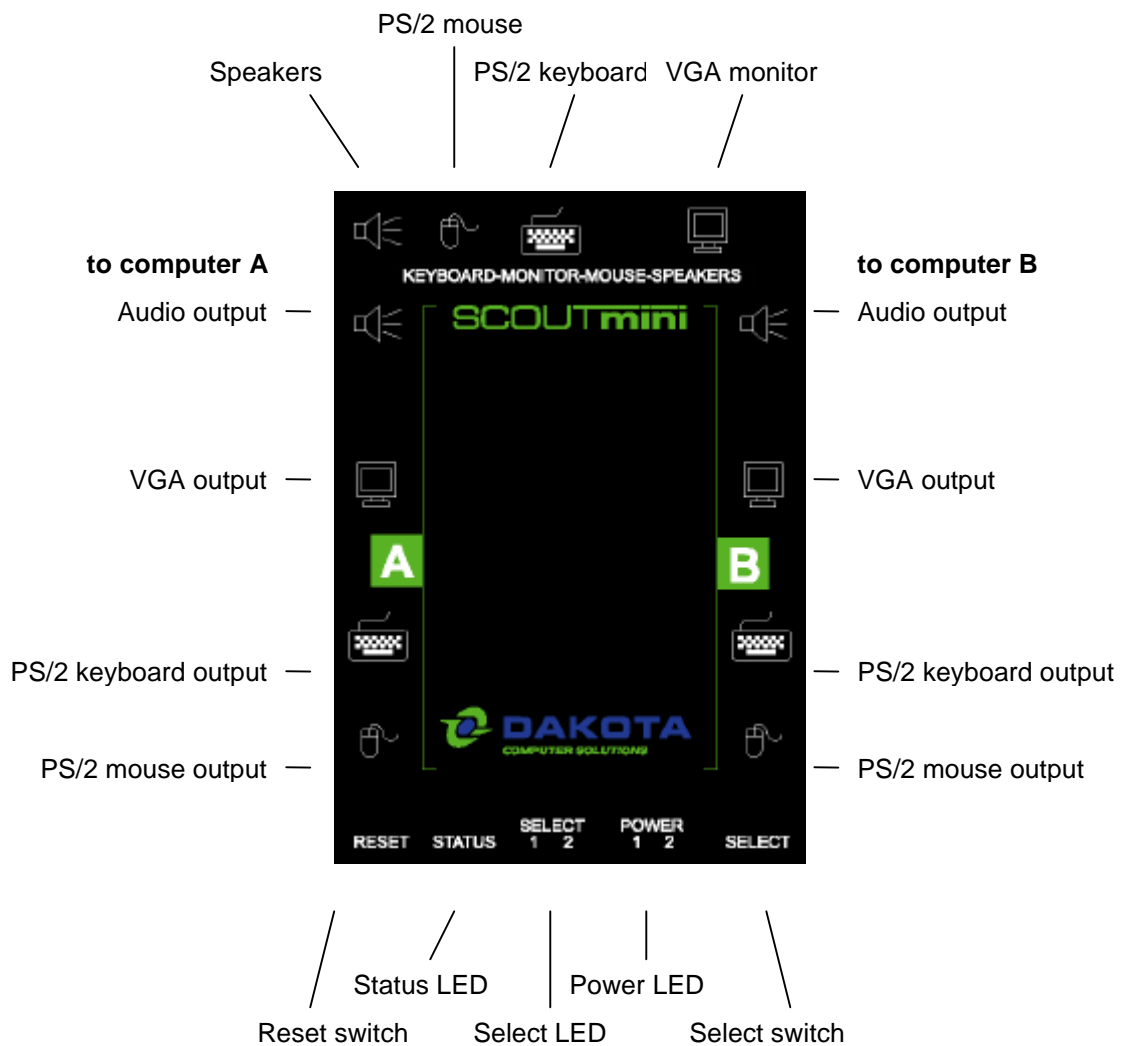
Please use only the cables coming with the Scout mini package to connect your computers to the Scout mini.

## HARDWARE

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### Overview

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## Front panel

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The Scout mini front panel features five LEDs and two switches. To familiarize yourself with the Scout mini's controls and indicators, review the illustration on the left side and the descriptions given below.

*Table 1. Front panel*

<b>Reset switch</b>	Resets the unit and initializes the keyboard and mouse, also used to reset the unit to factory default settings
<b>Status LED</b>	The yellow status LED lights as data is received from the keyboard and mouse. It is off when the keyboard and mouse are idle
<b>Select LEDs 1-2</b>	The red LEDs indicate which computer is currently selected and connected to the keyboard, monitor, mouse and speakers
<b>Power LEDs 1-2</b>	The green LEDs show if the computers are powered on
<b>Select switch</b>	Selects the computer to connect to the keyboard, monitor, mouse and speakers

## Connectors

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All cables are connected at the Scout mini's side and rear panels. The side panels are used to connect the computers with the combo CPU cables. The rear panel is used to connect the keyboard, monitor, mouse and speakers. For these you do not need an adapter cable, since these should plug in directly.

*Table 2. Connectors*

Panel Label	Connector	Description
<b>A,B</b>	HD15 / Mini-Din-6 / Mini-Din-6 / 3.5 mm stereo jack	Computers are connected at these ports using CPU adaptor cables. You must use one adaptor cable for each computer you plan to connect.
<b>VGA monitor</b>	HD15 female	Connect the VGA monitor directly to this connector.
<b>PS/2 mouse</b>	Mini-Din-6 female	Connect the PS/2 mouse directly to this connector.
<b>PS/2 keyboard</b>	Mini-Din-6 female	Connect the keyboard directly to this connector.
<b>PC Speakers</b>	3.5mm mini audio jack female	Connect your powered PC speakers to this connector.



## INSTALLATION

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### Step 1. Connecting monitor, keyboard, mouse and speakers

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- 1.1 Plug monitor, keyboard, mouse and speaker cables directly into the rear panel of the unit.

### Step 2. Connecting the computers

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CPU cables connect your computers to the Scout mini. Each computer requires its own cable set.

- 2.1 Plug the HD15 male connector of the cable set into the VGA connector of your computer. Plug the green PS/2 male connector of the cable set into the PS/2 mouse connector of your computer. Plug the violet PS/2 male connector of the cable set into the PS/2 keyboard connector of your computer. Plug the 3.5mm stereo connector into the stereo jack of your computer.
- 2.2 Plug the HD15 male connector of the cable set into the VGA connector 1(2) of the Scout mini. Plug the green PS/2 male connector of the cable set into the PS/2 mouse connector 1(2) of the Scout mini. Plug the violet PS/2 male connector of the cable set into the PS/2 keyboard connector 1(2) of the Scout mini. Plug a 3.5mm stereo connector (not included) into the stereo jack 1(2) of the Scout mini.
- 2.3 Verbinden Sie Ihren zweiten Rechner wie unter 2.1 und 2.2 beschrieben mit dem Scout mini.

#### **WARNING :**

Use only the delivered cable sets from Dakota Computer Solutions to connect your computers to the Scout mini, as they are specially designed for the requirements of the Scout mini. The use of other cables can severely damage the Scout mini! Avoid routing cable near fluorescent lights, air conditioning compressors, or machines that may create electrical noise.

### Step 3. Powering up the system

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- 3.1 Boot up each of the connected computers. Scout mini emulates all keyboard and mouse functions for automatic boot-up. You do not have to re-boot the computer, if it is inconvenient. In this case you may need to issue the mode command, see page 11, to have proper keyboard communication.

### Step 4. Switching from the keyboard

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Your Scout mini is now ready for operation using its default settings. Pressing the numbered switch on the front panel will switch to that computer. To take full advantage of the Scout mini's features refer to the chapter *Operation*. The chapter *Operation* gives detailed information about each of the Scout mini commands, describing its application and giving the keyboard command sequence. For your convenience, this information is summarized in the *Keyboard command summary*. To begin switching immediately from the keyboard follow the instructions below.

- 4.1 Press your keyboard's **left** Control key (<CTRL>) **twice**, release it, then type in the computer number A or B.

**Switching to computer A: < CTRL >< CTRL ><A>**

**Switching to computer B: < CTRL >< CTRL ><B>**

## Operation

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Your Scout mini is easy to use. Commands for selecting computers and functions of the Scout mini can be entered with the keyboard. You can also select a computer pressing the Select button on the front panel of the Scout mini.

**IMPORTANT NOTE:** To enter any keyboard command, press and release the **left Control Key (<Ctrl>)**. Then enter the command followed by any parameters you wish to specify, for example the port number. Letter commands are not case sensitive, and are shown in upper case for clarity only. Do not use the numeric keypad, but the numbers above the alphanumeric keyboard to enter any commands. The numbers of the number pad on the right side of your keyboard will **not** be perceived as valid commands.

All commands use a two-second time-out between characters before aborting the command. This is a feature that restores the keyboard to normal operation, so the keyboard is not put into a command mode, which might lock it up from normal operation.

The <Ctrl> character is always passed through to the computer. The command characters and command operands, however, are absorbed by the Vista and not sent to the computer.

### Keyboard computer selection

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To select a CPU from your keyboard, press and release your keyboards **left Control Key (<Ctrl>)** **twice**, then type in the port number A or B.

### Switching to the other computer

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From the keyboard you can toggle forward or backward through the ports by selecting either the Next or Previous CPU. To go to the Next CPU, press and release the **left Control Key (<Ctrl>)**, then press the +/- (plus) key. To go to the Previous port, press and release **<Ctrl>**, then press the -/\_ (minus) key. The command is not case-sensitive.

### Keep command

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The Keep command saves the current state of the Scout mini's custom settings. These settings are e. g. scan status, scan time interval, keyboard mode, keyboard LED status, the maximal number of computers and the typematic value. These settings are saved in non-volatile memory and become the power-up settings. To enter the command, press and release the **left Control Key <Ctrl>**, then type **K**.

## Scan mode commands

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To enable scanning from the keyboard, press and release the **left** Control Key (**<Ctrl>**), then type **S**. Scout mini will begin scanning sequentially from its current CPU port through the remaining ports, then begin again at CPU Port 1. The time between switching to the next port is the scan time interval (see below) and is programmable from 1-15 seconds. To stop scanning, press and release **<Ctrl>**, then type **X**. Scanning is also disabled by entering a CPU selection command. The scan settings can be saved in ten non-volatile memory of the Scout mini. To do that, enter the scan settings and confirm the settings with the Keep command (**<Ctrl K>**).

## Scan time interval command

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The scan time interval command sets the time, in seconds, so that the Scout mini will pause at each of the ports when scanning. The default setting is 5 seconds. To set another interval, press and release the **left** Control Key, type **T**, enter the new scan time interval (in seconds), and press **<Enter>**. Remember to use the upper numeric keys, not the numeric keypad to the right. Follow with the Keep command to save the setting.

## Mode command

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Scout mini supports keyboard modes 1, 2 and 3. The keyboard mode is set by commands from the computer. Mode 2 is the most common mode used by the vast majority of PCs. It is also the power-up state of all PC and PS/2 keyboards. Mode 1 is used primarily by older IBM PS/2 models. Mode 3 is used by many Unix workstations, such as SGI, HP, DEC, RS6000 and others.

Scout mini automatically detects each computer's keyboard mode upon computer boot-up, and thus learns which computer uses which mode. If the computer has already booted and is then connected, Scout mini cannot detect the computer's keyboard mode and uses the setting stored in the Scout mini's non-volatile memory. The mode command can be used to change the keyboard mode for each computer and can be saved in non-volatile memory with the Keep command.

To issue the Mode command, press and release the **left** Control Key, type **M**, and enter the mode number **1**, **2** or **3** followed by **<Enter>**. Remember to use the upper numeric keys, not the numeric keypad, to enter the mode number. Follow with the Keep command. The mode is changed on your currently selected computer. To change the mode of the other computer, you must first switch to the other computer and then issue the mode command.

Scout mini can be configured to control the keyboard typematic rate and delay. This setting is used to adjust the user preference of the way the keyboard acts when holding a key down to repeat a keystroke, such as when moving a cursor across a line. The rate is the speed at which the keys are sent in keys/second. The delay is the wait time in milliseconds after the key is initially pressed, before additional keystrokes are sent. To issue the command press and release the **left** Control key, then type **A**, then enter the 1-3 digit decimal typematic value followed by **<Enter>**. The typematic value is defined as shown below. Use the Keep command to save the value.

The typematic value to be used is determined from the following tables using the equation: **Typematic Value = Rate value + Delay Value**. Pick the desired rate in keys/sec. (32 choices) and delay in milliseconds (4 choices) from the tables below. Add the values to the right of the desired settings. For example to use a Rate of 16.0 keys/sec. and a 500 millisecond delay, the typematic value = 7 + 32 = 39, so to set this value, type **<Ctrl> A 39 <Enter>**.

**Table 3. Typematic rate.**

Rate Keys/sec	Rate Value	Rate Keys/sec	Rate Value	Rate Keys/sec	Rate Value	Rate Keys/sec	Rate Value
30.0	0	15.0	8	7.5	16	3.7	24
26.7	1	13.3	9	6.7	17	3.3	25
24.0	2	12.0	10	6.0	18	3.0	26
21.8	3	10.9	11	5.5	19	2.7	27
20.0	4	10.0	12	5.0	20	2.5	28
18.5	5	9.2	13	4.6	21	2.3	29
17.1	6	8.6	14	4.3	22	2.1	30
16.0	7	8.0	15	4.0	23	2.0	31

**Table 4. Typematic delay**

Delay in millisec.	Delay value	Delay in millisec.	Delay value	Delay in millisec.	Delay value	Delay in millisec.	Delay value
250	0	500	32	750	64	1000	96

## PS/2 to serial mouse translation, wheel mouse

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You can use some computers with PS/2 mouse interfaces and some computers with serial interfaces. You must issue this command on each computer that is serial. You must switch to each computer and issue the command.

To configure a computer for a serial mouse, press and release the left Control Key, type **Q1**, and press **<Enter>**. Follow with the Keep command to save the new setting in the unit's non-volatile memory. To restore a computer that was previously set to serial to regular PS/2, use Q0 instead of Q1.

Whether a computer uses a PS/2 wheel mouse or a regular PS/2 mouse is learned by Scout mini when the computer loads its mouse driver. This will override any previous setting. You can tell Scout mini to change its PS/2 communication to regular or wheel with the Q command. You can also save it to non-volatile memory.

To configure a computer for a wheel mouse, press and release the left Control Key, type **Q2**, and press **<Enter>**. Follow with the Keep command to save the new setting in the unit's non-volatile memory. To restore a computer that was previously set to wheel mouse to regular PS/2, use Q0 instead of Q2.

## Null command of PS/2 mouse

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This command is used to re-synchronize an out-of-sync PS/2 mouse. Such a condition can result due to transients, spurious power-up effects, or plugging and unplugging of cables with live equipment. The command may need to be entered once or twice, depending if the mouse is out-of-sync by one or two bytes. Microsoft's mouse driver version 9.01 corrects this inadequacy of previous drivers and renders this command unnecessary. To issue the command, press and release the **left** Control Key, then type **N**.

## ROM identification command

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This command is used to identify the revision level of Scout mini firmware currently installed. Before entering this command, your currently selected CPU should be at a command prompt, so that when the Scout mini sends the ROM revision level, the result will be displayed. To issue the command, press and release the **left** Control Key, then type **I**. Scout mini will send back its current firmware revision level.

## Reset command for keyboard and mouse

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This command is used to re-boot the mouse and keyboard without removing power from the Scout mini and computer. This is most useful to reset a PS/2 mouse that has been unplugged and plugged back in. This command is also useful to enable mouse data to be sent to a CPU, which has not enabled the mouse. This may be the case if the Scout mini was not connected or was powered off after a CPU was booted up. To issue the command, press and release the **left** Control Key, then type **R**. To prevent unexpected crashes do not issue this command to a CPU which has a PS/2 mouse connected, but no mouse driver is loaded.

Immediately after entering this command all keyboard LEDs will flash and then continue to work normally.

## Reset computer mouse command

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This command sends a mouse-reset command to the currently selected computer. Don't confuse this command with the reset command, which resets the mouse itself. This command can be used to recover a stuck mouse on NT. To issue the command, press and release the **left** Control Key, then type **O**.

Do not use this on older computers, which can not recover the mouse by plugging a mouse in directly, as it will make the mouse go out of sync.

## Deactivating the control functions of the Scout mini

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To run some games it might be necessary to deactivate the control functions of the Scout mini. To do so press and release the left Control Key and enter z (**<Ctrl> <z>**). Now the Scout mini won't accept any control commands and you can't switch between the computers with the keyboard anymore. You can still switch from computer A to computer B using the Select switch on the front panel of the Scout mini. To reset the normal settings of your Scout mini press the Reset switch on the front panel of the Scout mini.

## Reset to factory default

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The settings that have been previously set and saved in non-volatile memory can be returned to their factory default settings. This can be useful when the unit is being moved to a new installation or to put the settings into a known condition. To perform this operation, hold in the "Select" switch on the front panel and press and release the "Reset" switch. At least one computer must be connected to the unit, so that the unit can be powered. The status LED will flash three times to signify that the non-volatile memory has been returned to the original factory default settings listed in appendix A.

## Keyboard command summary

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To enter any keyboard command, first press and release the **left Control Key (<Ctrl>)** **twice**. Then enter the command followed by any parameters you wish to specify, for example the port number. Letter commands are not case sensitive, and are shown in upper case for clarity only. Do not use the numeric keypad to enter any commands. All Scout mini commands use a two-second time-out between characters, to abort the command. This is a feature that restores the keyboard to normal operation, so the keyboard is not put into a command mode, which might lock it up from normal operation. The <Ctrl> character is always passed through to the CPU. The command characters and command operands, however, are absorbed by the Scout mini and not sent to the CPU.

Table 5. Keyboard command summary

Command	Short cut	Description
Go to selected port	<Ctrl> <Ctrl> x where 'x' is A or B	Connects your common keyboard, monitor, mouse and speakers to the selected computer.
Go to next port	<Ctrl> +	Selects the other computer.
Go to previous port	<Ctrl> -	Selects the other computer.
Scan On	<Ctrl> S	Turns Scan mode on, causing Scout mini to start scanning sequentially from one port to the other.
Scan Off	<Ctrl> X	Turns Scan mode off. <b>Note:</b> Scan can also be stopped by entering a port selection command.
Reset command	<Ctrl> R	Resets and enables mouse and keyboard, enables PS/2 mouse on currently selected port.
Send null to mouse	<Ctrl> N	Used to re-synchronize PS/2 mouse which has gone out-of-sync.
Reset computer mouse	<Ctrl> O (alpha not zero)	Used to reset computers mouse
Identify ROM version	<Ctrl> I	Identifies ROM version, The computer must be at some sort of command prompt to receive value.
Keep Setting	<Ctrl> K	Tells Scout mini to save current scan state and custom setting of commands shown below.
Scan time interval	<Ctrl> T xx <Enter> where 'xx' is time in seconds from 1-15 seconds	Set the time, in seconds, that Scout mini will pause at each port when scanning. <b>Note:</b> Follow with <b>Keep</b> command.
Set keyboard mode	Select port, then enter command: <Ctrl> M x <Enter> where 'x' is 1, 2 or 3	Sets the Scout mini's keyboard mode. Used when computer is booted before being connected to Scout mini. <b>Note:</b> Follow with <b>Keep</b> command.
Set typematic value	<Ctrl> A xxx <Enter> where 'xxx' is a 1-3 digit number from 0 to 127 indicating KB typematic value	Sets power-on keyboard typematic action, which is controlled by the Scout mini. This can be used to adjust the keystroke rate and delay to the user preferred setting. See tables 1 and 4 for how typematic value is determined. Note: Follow with Keep command
Set mouse type: Mixture of PS/2 and Serial type	Select port, then enter command: <Ctrl> Q x <Enter> where 'x' is 0 for a regular PS/2 mouse, 1 for a serial mouse or 2 for a PS/2 wheel mouse	Sets the Scout mini mouse ports to either serial or PS/2 and PS/2 wheel mouse types. A PS/2 style mouse must be used to allow for a mixture of mice. <b>Note:</b> Follow with <b>Keep</b> command.



1. **CPU does not boot; keyboard error received or mouse error received.**
  - a. Cable is loose, reseal cable and hit F1 to continue or reboot computer.
  - b. Wrong cable plugged in, keyboard and mouse cables reversed.
  - c. Cable is defective, try using cable from another computer. If problem goes away cable is defective.
  - d. Port on Scout mini is defective, try using another port on Scout mini. If problem goes away port is defective.
  - e. Port on computer is defective, try plugging in keyboard or mouse directly if problem remains computer port is defective. If computer power status LED not lit, fuse on motherboard may be blown.
2. **Mouse driver does not load.**
  - a. If PS/2 type mouse, computer must be connected to Scout mini or mouse at boot-up time in order for mouse to be recognized by computer. Reboot computer with Scout mini powered on and cable attached.
  - b. If RS-232 type mouse, make sure right COM port is being used and syntax of mouse driver is correct to search for the correct port.
  - c. Incompatible or old mouse driver being used, try latest driver. At time of this publishing Microsoft 9.01 driver is best one available at the time of this printing.
  - d. Mouse translation set incorrectly, see page 13.
3. **Can't switch ports from keyboard.**
  - a. You must press and release the left control key before you press the key that specifies the port number. You must also use the numeric keys above the alphabetic keyboard, not those on the numeric keypad (numpad).
4. **Wrong or missing characters from those typed**
  - a. The mode of the keyboard does not match that of the computer. Issue the mode command, usually 1 for IBM PS/2s and 2 for all others. The default setting of the Scout mini is mode 2. Sometimes an incorrect mode will confuse the computer or keyboard and require re-booting the computer or resetting the keyboard by unplugging and plugging it back in.
5. **Mouse does not move.**
  - a. Scout mini not connected when computer booted or application using mouse run. Exit and re-enter application using mouse or issue reset command.
  - b. PS/2 mouse was not connected when Scout mini powered up or has been disconnected and reconnected. Issue the reset command.
  - c. Mouse translation set incorrectly. See page 13.
  - d. Incompatible or old mouse driver being used, try latest driver. At time of this publishing Microsoft 9.01 driver is best one available.
6. **PS/2 mouse gets out of sync.**
  - a. Cabling was disturbed during mouse movement. Issue the null command once or twice to re-sync the mouse. Get an updated mouse driver that does not exhibit this problem, such as Microsoft rev 9.01 or higher.
7. **Video fuzzy.**
  - a. Cable too long or wrong type. Verify that resolution and distance match Video Distance Capability table. Upgrade cable if necessary.
8. **Video not synchronized or wrong color.**
  - a. Cable is loose, reseal cable.
  - b. Wrong CPU cable used. If you have a 9515, 9517, 9518, XGA mono or similar monitor you must use special cables or adapters.

- c. Cable is defective, try using cable from another computer if problem goes away cable is defective.
- d. Port on Scout mini is defective, try using another port on Scout mini. If problem goes away port is defective.

**9. Lower resolution video OK, but can't enter high-resolution mode.**

- a. Wrong CPU cable used. Be sure you are using a Dakota High-Resolution Combo cable set. 3rd party cables are often of poor quality.
- b. Video driver has not been setup correctly. Windows, OS/2, or other driver has not been configured for this resolution. Configure the driver.
- c. Ensure that all cables are correctly and firmly seated.

## **Service Information**

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### **Maintenance and repair**

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The unit does not contain any user-serviceable parts inside. Any malfunction of the unit should be reported to a factory-authorized repair centre for service. Any discrepancies in the operation of the unit according to this manual should be reported to the Technical Support Department of Dakota Computer Solutions.

### **Technical support**

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If you cannot determine the nature of a problem, please call Dakota Computer Solutions and ask for Technical Support. If possible, call from a phone located near the unit we may be able to solve your problem directly over the phone. If we cannot solve your problem, and determine that the fault is in the unit, we will issue a Return Material Authorization (RMA) number that must appear on the outside of all returned products. The unit should be double-packed in the original container, insured, and shipped to the address given to you by our Technical Support representative.

To speak to a Technical Support representative, call 847-816-1337, Monday to Friday from 9:00 to 5:00 pm or write to [support.us@dakota.us.com](mailto:support.us@dakota.us.com).

## APPENDIX A. FACTORY DEFAULT SETTINGS

Description	Default setting
Scan enable	Off
Scan time interval	5 seconds
Caps/Numlock/Scroll	On
Keyboard mode	2
Typematic value	43 (Rate = 10.9 chars/sec, delay = 500 millisec.)
Mouse translation	0 (PS/2 mouse input to PS/2 mouse output)

## APPENDIX B. GENERAL SPECIFICATIONS

Size	81x107x20 mm WxDxH
Weight	0,5 kg
Environment	0 to 55°C, 0% to 80% non-condensing relative humidity
Input power	Supplied by computers
CPU connectors	HD15F/MD6F/MD6F/3.5mm stereo jack
Video connectors	HD15 female VGA video
PS/2 mouse connector	Mini-DIN 6 female
Keyboard connector	Mini-DIN 6 female
Audio connector	3.5mm mini jack female
Chassis	Fully shielded, black painted steel
Controls	Reset switch, computer select switch A-B
Indicators	Status LED, computer select LED A-B

## APPENDIX C. CABLES

Description	Part number
<b>CPU Cable</b>	
Cable set CPU, PS/2 keyboard, PS/2 mouse, VGA monitor, 3.5mm mini audio, 1.8 m/6ft	2085-02PA (included)
Cable set CPU, PS/2 keyboard, PS/2 mouse, VGA monitor, 3 m/10ft	2085-03P (optional)
Keyboard adaptor set PS/2 → AT, serial → PS/2	2085-00S

